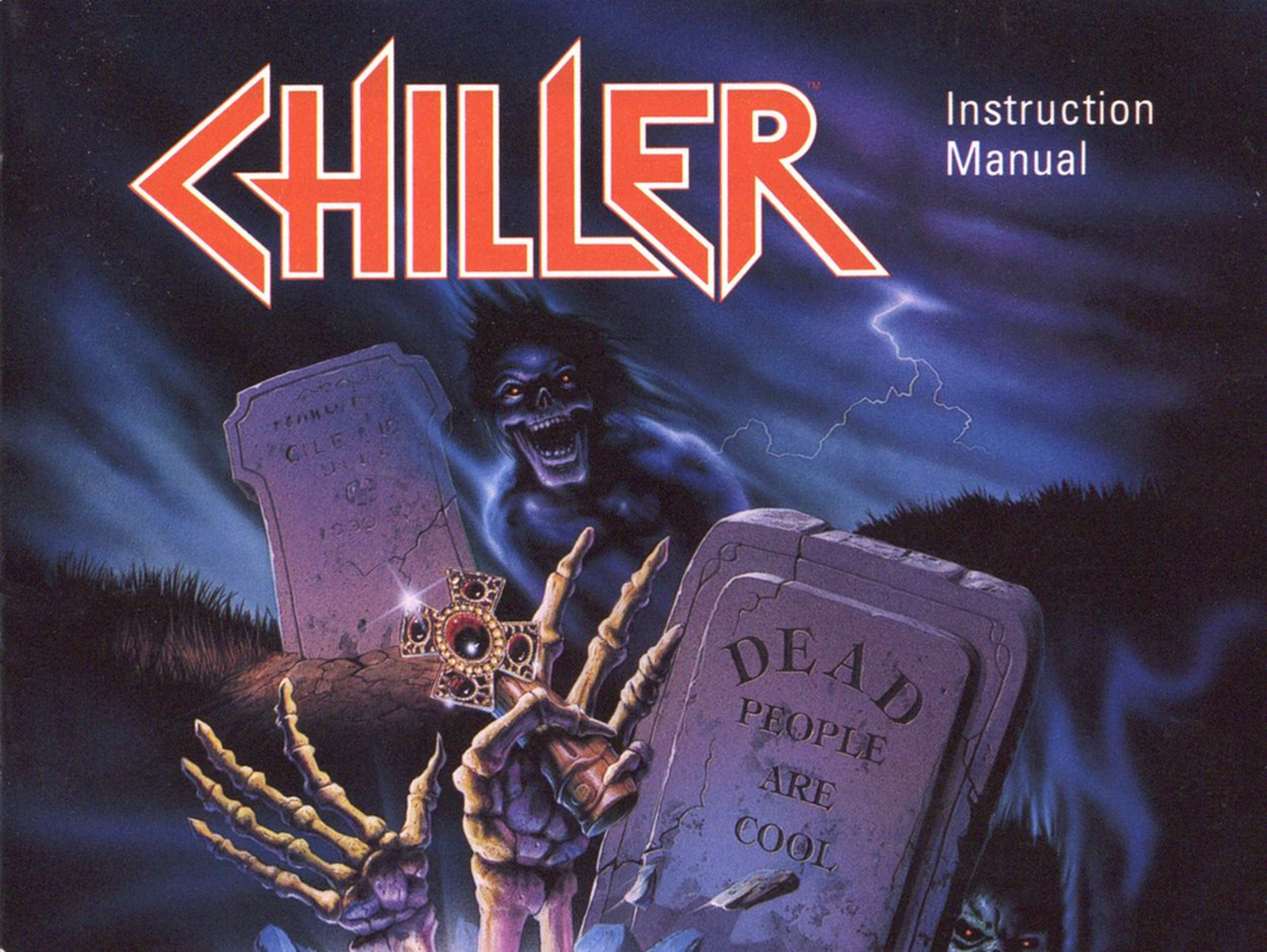
CHILLER™

Instruction Manual



Be Careful with this Game Cartridge

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned OFF when inserting or removing the Game Cartridge.
- If using an input device other than a Control pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

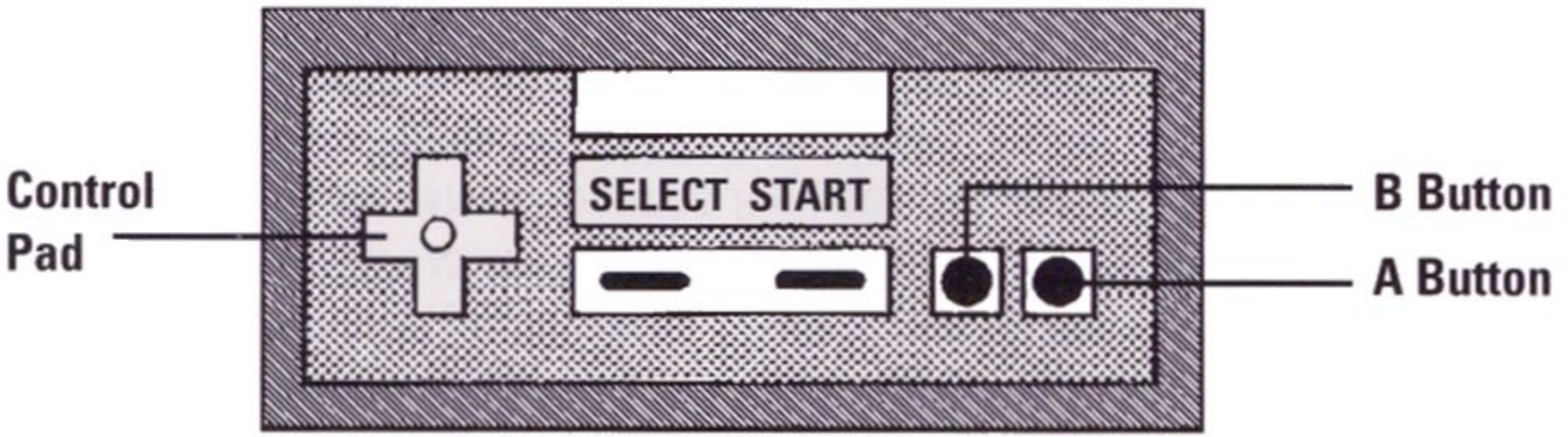
Introduction

It's the middle ages, and you are peacefully minding your own business watching moss grow on the sides of large rocks. (In other words, you're bored beyond belief.) Casually eavesdropping on a Council meeting, you hear about a sinister presence which has invaded the castle on the outskirts of town. Something has created a magical field which is causing the dead to come back to life!!! (Pretty gross, huh??) Evil cackles and moans of agony have been heard from the bowels of the Castle, and no traveler is safe anymore on the roads at night.

As if things weren't bad enough, you overhear one last piece of conversation among the Town Elders, "There is no time to waste. The evil talismans must be located and destroyed. If the spirits are not released quickly, they will mass an army of the Undead and overtake the town."

Hmm... The thought of an Undead person making mincemeat out of you doesn't grab you. Taking matters into your own hands, you creep through the graveyard on your way to the Castle. Half chewed arms and skulls with gnashing teeth attempt to stop you. With every twist and turn diabolical scenes greet you. But then you did say you wanted adventure, didn't you?

Operating Instructions for your Controller Pad



Start Button: Begins the game and acts as PAUSE during game play.

Select Button: Not used during Chiller.

A Button: Fires your Magic Wand at either Talismans or Spirits. You can get RapidFire by simply continuing to hold down the A button.

B Button: If held down simultaneously with the A button this will speed up the targeting crosshairs.

Control Pad: Press the pad UP several times when at Level One to bring the Crosshairs onto the screen. The targeting crosshairs will respond to your slightest touch either Up, Down, Left or Right.

Chiller Tip: Try to target in the CENTER of a spirit to release their energy and get points.

Player Options

Chiller is designed for either one or two players: using either Controller Pads or Light Guns.* This means that you and your friends are not limited to any set way of scoring points: but can use inputs interchangeably. Here are several options which will work with the Chiller game cartridge:

1) One Player with One Controller Pad.

2) One Player with Light Gun.

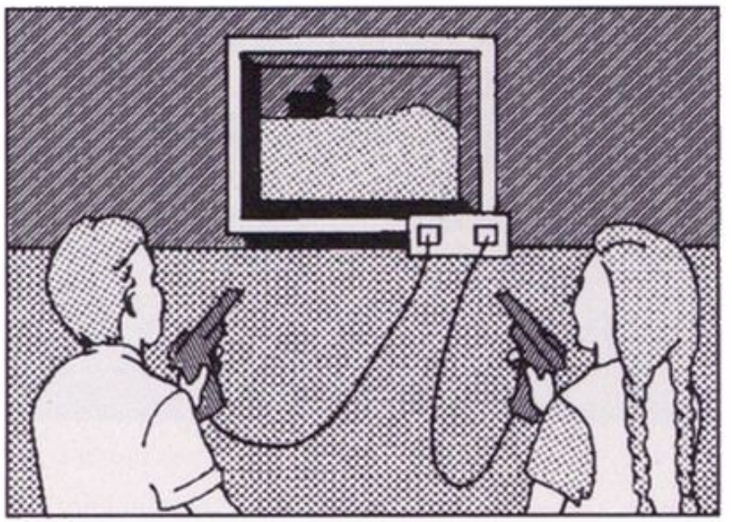
3) Two Players with Controller Pads.

4) Two players: one with Controller Pad, one with Light Gun.

5) Two Players with Light Guns.

*For installation of your particular Light Gun into your Nintendo® System please refer to your specific manual. In the following we will outline general configuration information.

If Using One or More Light Guns

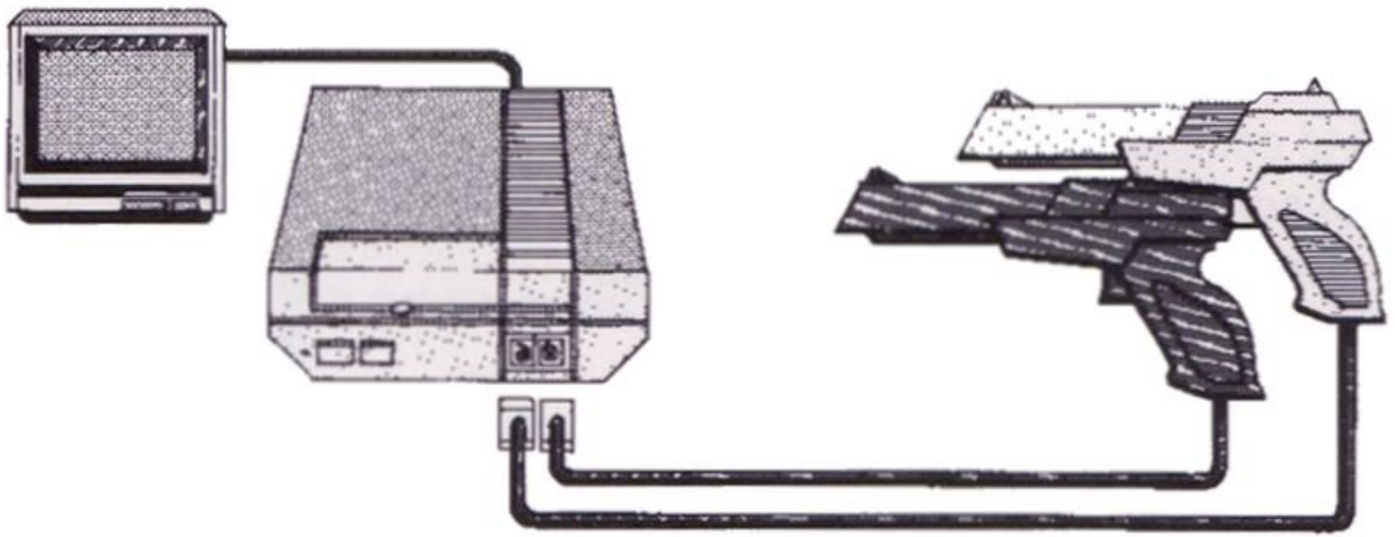


1) Try to keep within 3-4 feet of your screen. This, however, can be adjusted depending on how big your T.V. screen is.

2) The Television must have its contrast and brightness levels adjusted properly for your Light Gun to be most effective. If not, shots may miss in Chiller. If you are having problems with your Light Gun try standing closer to the screen first, then gradually move back. This will tell you your TV's correct playing distance.

3) Two people can play with Light Guns. Make sure that both guns are inserted correctly into the Game System. Player 1 will be able to start the game by pulling the trigger. Chiller will register each person's score individually.

If Using One or More Light Guns



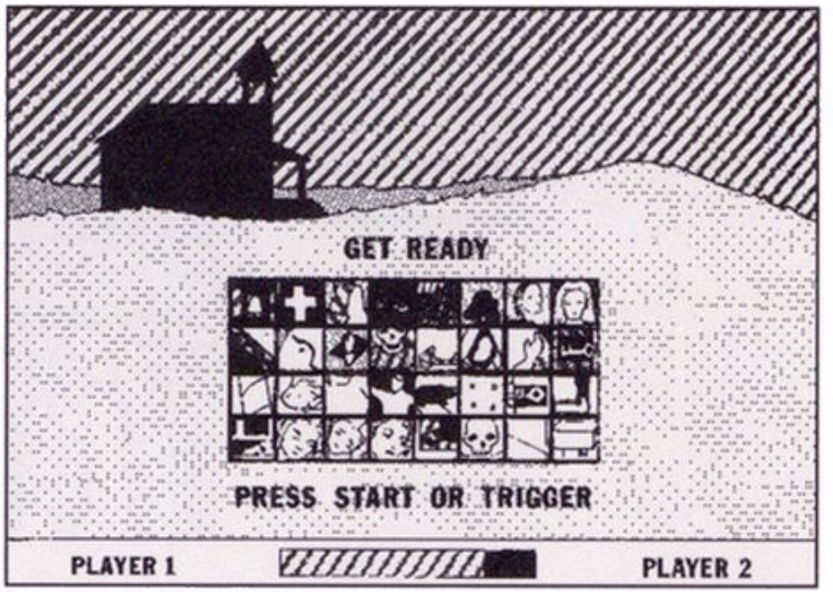
Number of Players: Use the SELECT button to choose between One or Two players here. The UP and DOWN arrows on the Control Pad will move you between selection lines.

Light Guns Used: Use the SELECT button to choose between ONE, TWO or NONE here.*

Start: When you are ready to play the game, choose this line and press the START button (or pull your Gun's trigger).

*If you are using two Light Guns, simply point at the selection and pull the trigger: the game will automatically cycle through your choices. Remember that you have to choose either ONE or TWO if you are using a Light Gun, if you choose NONE the game will expect that you are using Controller Pads.

Talismans



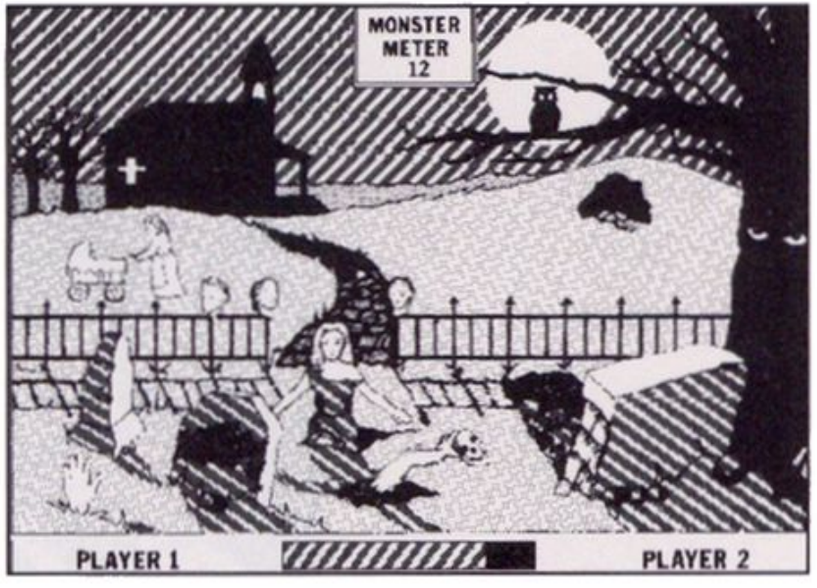
There are a total of 32 Talismans which have to be discovered to complete the game and move into the next round. There are 8 talismans on each of the 4 levels. To the right you will see small pictures which are clues to the talismans' appearance.

As you discover and destroy a talisman the picture will disappear from this scoreboard, and reveal more of the message hidden underneath. Remember: you must find ALL of the talismans before you can progress into the Hidden Level.

If you do not find all the talismans on a particular level the game will go on, but get harder each time you return to a level. So your first few times through the game keep track of where talismans are, and destroy them quickly before time runs out.

Level One: The Graveyard Outside of the Castle

This is where it all began. As you come upon the Graveyard, you feel the ground below your feet shake as skeletal hands erupt directly in front of you. Grasping your Wand with both hands you fire as quickly as possible at the outstretched hands. But even more start coming at you. Off in the distance you hear the tolling of the Castle bell, and notice a hunched over woman wheeling something towards you.



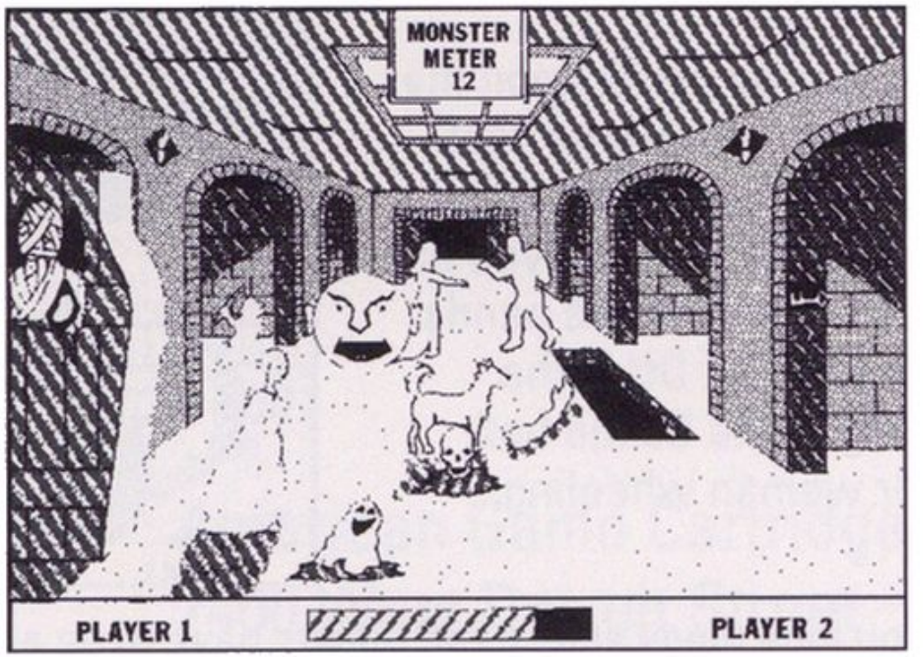
Monster Meter: This tells you how many spirits and ghosts have to be eliminated before the timer runs out. Talismans count as points on this Meter; so remember you can eliminate all the spirits and still have not found all 8 talismans on this level ! If this happens, you will have to return to this level and eliminate the spirits again. The talismans, however, will remain destroyed until the end of the round.

Timer: If the timer runs out before the Monster Meter reaches zero the game is over.

Player One/ Player Two: This is where your running score is kept. The score will remain until you turn off your machine.

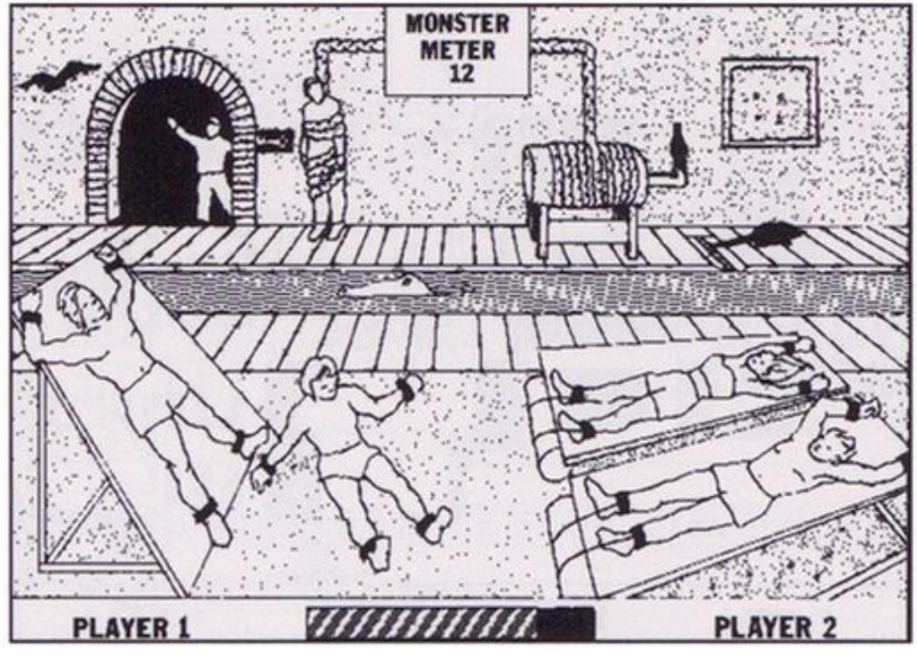
Ectoplasmatic Tabulator: This appears if you successfully finish off all the monsters on this level. The Tabulator will give you points for time remaining on the timer which will be added to your score.

The Hallway inside the Castle



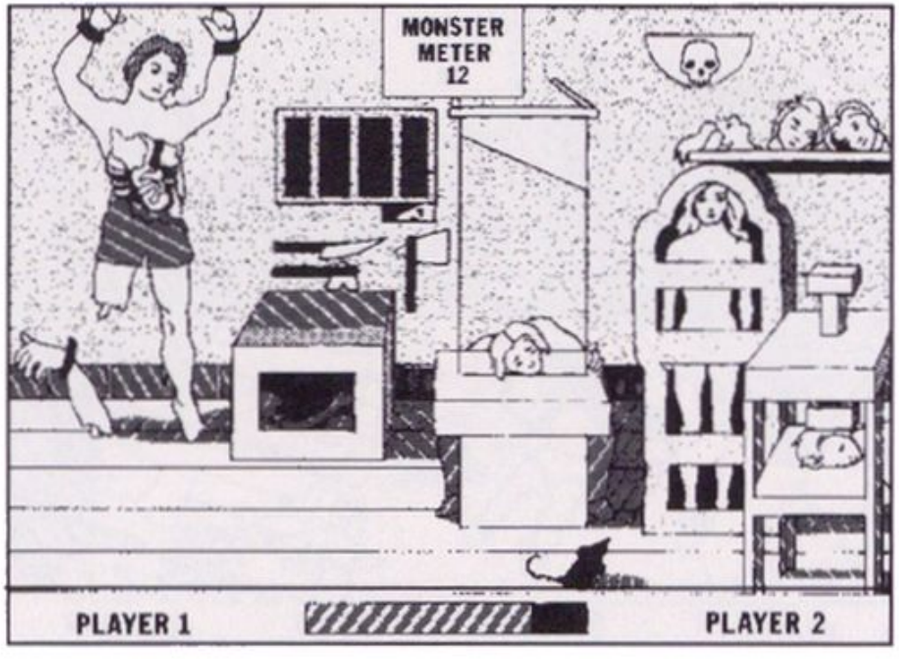
Gasping for breath you stumble into the Castle itself! As you open the doors into the castle proper you see a scene no one has seen before. Floating in front of you are the ghosts of the previous inhabitants of the castle. They appear to be dazed and confused (probably because they are dead...Too bad no one has told them yet). A ravenous dog growls at you from behind a dark archway. Below your feet you feel as if something is trying to knock its way up through the floor. You realize you have found the second obstacle in your quest.

The Basement of the Castle



As you come down the stairwell after passing through the hallway you hear the moans of tortured and trapped spirits. Below you is a room with a river of Red flowing down the center. It looks like the previous inhabitants of this Castle were using this room for devious and evil purposes. Rats skitter by your feet and an agile enemy attempts to thwart your plans. This is the third obstacle in your quest; success will depend on releasing these poor, trapped souls. (Did someone mention an Alligator with a fondness for Evil souls left 'hanging' around???)

The Inner Sanctum



You have found the final level. Before you are the three remaining evil spirits. But they will not go easily; they must be removed piece by piece (good thing you are a sharpshooter by now...). Oh yes, and let's not forget the heads on the bookshelf.

If you successfully find all 32 hidden Talismans within the game you will be teleported into the hidden level, which is located on the hill overlooking the Graveyard where it all began. Here speed and marksmanship are key. This is the final mad dash of the evil spirits as they attempt to flee the castle. Shoot them quickly; once three spirits escape, the first step in your journey will be over.

Epilogue

Sighing in resignation you watch the last spirit flee from your Crystal Wand's aim. However, the wand is still glowing in your hand?

"Fool! You listened to those idiots in the village. The spirits are still gathering and nothing can get rid of them, especially you! They are back and even more powerful than before. And this time they're ready for you..."

The face disappears and you find yourself back at the graveyard. Gathering your courage you prepare for the next onslaught.

How long can you really last???

90-Day Limited Warranty

To the original purchaser only, American Game Cartridges, Inc. warrants that this cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, American Game Cartridges will repair or replace the cartridge, at its option, free of charge. **In order to qualify for product support, please mail in the registration card included in this manual within 10 days of purchase.**

To receive this warranty service:

1. Do not return your defective cartridge to the retailer.
2. Notify the American Game Cartridges Customer Service Department at (602) 961-4022.
3. If the Customer Service Representative is unable to solve the problem by phone, he or she will ask you to return your cartridge freight prepaid and insured for loss or damage, together with your sales slip or proof of purchase within the 90 day warranty period to: American Game Cartridges, Inc., Customer Service Department, 7400 West Detroit Street, C-170, Chandler, AZ 85226

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Repair/Service After Expiration of Warranty: If the cartridge develops a problem requiring service after the 90-day warranty period, you many contact the American Game Cartridges Customer Service Department for instruction at the phone number listed above.

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by any or all of the following measures:

- Reorient the receiving antenna.
- Relocate the Cartridge Game System with respect to the receiver.
- Move the Cartridge Game System away from the receiver.
- Plug your Cartridge Game System into a different outlet so that the receiver and Game System are on different circuits (i.e. different outlets).

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: 'How To Identify and Resolve Radio-TV Interference Problems'. This booklet is available from the U.S.Government Printing Office, Washington, D.C. 20402. Stock No.004-000-00345-4.

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